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DOCTOR · WHO

36

BATTLES IN TIME

SCARECROWS STRAW SOLDIERS!

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GAMEPLAY

GOOD VS

Are you ready to fight this exciting head-to-head battle for two players?

STEP 1

PLAYER 1 VS PLAYER 2

Only use your Monster and Hero cards for this game. Remove bonuses and duplicates, and shuffle the deck. Deal at least 20 cards to each player. Keep your cards in a pile, face down in front of you.

EVIL

STEP 2

PLAYER 1 PLAYER 2

Take it in turns to reveal the top card from your pile. Then check the chart below to see who wins!

Monster vs Hero = Hero wins!
Hero vs Hero = Special Abilties wins!
Monster vs Monster = Fear Factor wins!

PLAYER 2 WINS

TOP TIP!

The faster the game, the more exciting it becomes!

STEP 3

PLAYER 1 PLAYER 2

Play until all the cards are gone. If the final score is a draw, then each player picks a random card out of their pile. Whoever wins this hand is the ultimate winner!

PLAYER 1 WINS THE GAME!

DECK DOCTOR

The Doctor has encountered some strange life-forms in his travels. Check out the weirdest of the weird in our creature feature...

TOP 10 CREATURES

1

FEAR FACTOR 8600!

2

This tentacle-headed weirdo was a Dalek-human hybrid!

3

The horn-faced Judoon were as ugly as they were thick!

4

STAMINA 9100!

5

This wrinkled head-in-a-sphere used to be a human!

6

Brannigan is what a cat looks like in five billion years!

7

The escaped Carrionites were truly hideous to behold!

8

Chantho was actually quite cute – for a giant insect!

9

Dalek Sec began life as a regular octopus-like Dalek mutant.

10

Pigs + humans = sewer-dwelling hybrid mutants with snouts!

MONSTER MELD!

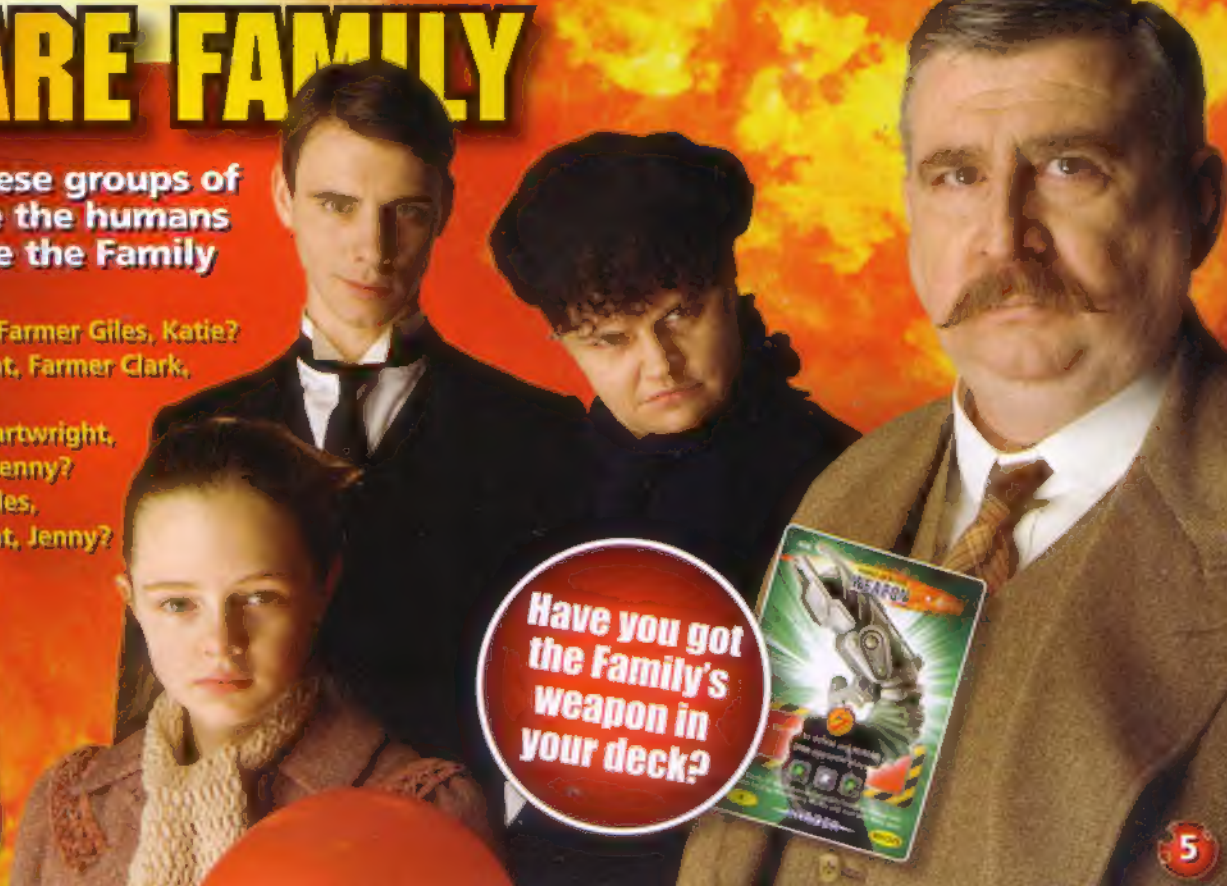
Now you've read all about some creepy creatures, try to fit each of these names into the grid below!

- ANGEL
- BLOOD
- GROUP
- LAZARUS
- MACRA
- MASTER
- PLASMAVORE
- SAXON
- SCARECROW
- TOCLAFANE

WE ARE FAMILY

Which of these groups of names were the humans who became the Family of Blood?

1. Jenny, Baines, Farmer Giles, Katie?
2. Lucy Cartwright, Farmer Clark, Katie, Baines?
3. Baines, Lucy Cartwright, Farmer Clark, Jenny?
4. Tim, Farmer Giles, Lucy Cartwright, Jenny?



Have you got the Family's weapon in your deck?

IT'S A CLASH OF THE INVADERS AS WE PIT TWO

CARD CLASH

THE MASTER

MONSTER PROFILE

ALIGNMENT EVIL

INTELLIGENCE VERY HIGH

TECHNOLOGY HIGH

TEAMWORK LOW

WHO IS HE? A rogue Time Lord from the lost planet Gallifrey, the Master spent 17 years thinking he was kindly old Professor Yana before becoming his old evil self again. Then he regenerated!

WHAT'S HE LIKE? Completely insane! Ever since he looked into the Untempered Schism when he was eight years old, the Master wanted to wage war on the entire universe and everyone in it!

WHAT'S HE GOOD AT? Making the Doctor suffer and conquering planets single-handedly. He even hypotised the whole population of Earth and made them his slaves – all within 18 months of arriving!

THE MASTER WINS ON
SPECIAL ABILITIES:
9800 vs 9200
FEAR FACTOR:
8200 vs 6800

TOTAL 2/5

HAVE YOU SEEN THESE OTHER MASTER CARDS?

TARDIS

OF THE COOLEST NEW CARDS AGAINST ONE ANOTHER!

TARDIS CREW

HERO PROFILE

ALIGNMENT GOOD

INTELLIGENCE VERY HIGH

TECHNOLOGY HIGH

TEAMWORK HIGH

WHO ARE THEY? The Tenth Doctor, Martha Jones and Captain Jack Harkness. Jack used to travel with the Ninth Doctor, but it wasn't until the TARDIS landed on the planet Malcassairo that the new team was united.

WHAT ARE THEY LIKE? The stuff of legend! Martha and Jack were both fiercely loyal to the Doctor. As a team they were always brave, compassionate and very resourceful.

WHAT ARE THEY GOOD AT? Saving the universe. When the Master conquered the Earth, they had to work together to stop him – even though they were split up for a whole year!

TARDIS CREW WINS ON
INTELLIGENCE:
9500 vs 9000
AGILITY:
6700 vs 6100
STAMINA:
9300 vs 8000

TOTAL 3/5

CREW WINS!

CHECK OUT THESE OTHER COOL DOCTOR CARDS!

FAQ

EPISODE 35

42

The Doctor and Martha have only 42 minutes to avoid a fiery death...

Q Why do the Doctor and Martha land on the SS Pentallian?
They are travelling in the TARDIS when it picks up a distress signal from the SS Pentallian in the Torajii system. They land on the ship and find that it's about to crash into the system's sun!

Q Who are McDonnell and Korwin?
Kath McDonnell is the ship's captain and Korwin is her husband. Korwin has been taken over by the sun, which is alive – and angry!

Q Why is the sun angry?
McDonnell used an illegal fusion scoop to rip out the particles at the heart of the sun. She planned to use them as cheap fuel.

Q Why don't they give the fuel back?
They do! But not until most of the crew has been murdered by the vengeful sun.

Q Why do Martha and Riley climb into the escape pod?
They've got nowhere else to hide! The pair are trying to get to the engine room at the other end of the ship when one of the Sun-Possessed killers chases them into the pod.

Q How exactly does the Doctor save them?
By putting on a space suit and trying to re-magnetise the escape pod dock – from the outside of the ship!

"Burn with me!"

HOT PURSUIT

Q Why does Kath McDonnell get deadly Korwin to chase her?
Kath lures her Sun-Possessed husband to an airlock and opens it. She flushes him into space, sacrificing herself!

TOO HOT TO HANDLE!

Can you get to the Pentallion's auxillary engine room in time?

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

Jump to it and run to the first door.

If your card number is 200 or lower, you're though!

HIGHER

LOWER

The door slams shut in front of your face! Now what?

Is your Stamina higher than 1800?

HIGHER

Things are getting hotter and hotter...

Does your card have two green power icons?

YES

Phew, cool down and answer the next question.

If your card is a Human you answer correctly!

NO

LOWER

NOT HUMAN

HUMAN

The Doctor has to run off to help someone else!

If your red Agility is higher than 6000 you can go it alone!

UNDER 6000

WRONG

The next door is a little tricky and you have to choose between two answers!

Alien card? You got the answer right!

Time to call the Doctor for help.

If you have a silver power icon then the Doctor helps you out.

OVER 6000

LOWER

RIGHT

One final chance – call home to get the answer!

Have you got a Hero card?

You need to answer the computer's question correctly.

Is your Intelligence higher than 1500?

NO HERO

HERO!

HIGHER

YOU WIN!

Congratulations!

You've managed to open all the doors and get to the control room just in time to stop the SS Pentallion hitting the sun!

SCARECROW QUIZ

Reckon you know your spooky Scarecrows?

Q1. Who did the animated Scarecrows work for?

a) Farringham School
b) Old MacDonald
c) The Family of Blood

Q2. What did Son of Mine call the Scarecrows?

a) Soldiers
b) Crow Army
c) Straw Dogs

Q3. What did Martha think the Scarecrows can't do?

a) Dance
b) Walk in a straight line
c) Knock

Q4. What part of the Scarecrow did Son of Mine rip off?

a) Head
b) Arm
c) Leg

Q5. Who became a normal scarecrow at the end?

a) John Smith
b) Joan Redfern
c) Son of Mine

Q6. Which alien technology brought the Scarecrows to life?

a) Molecular fringe animation
b) Limbo atrophication
c) Psionic puppetry

STRAW DECK

How many of these terrifying 'Human Nature' cards have you got in your collection?

SCARECROW 1

SCARECROW GROUP

SCARECROW 2

SCARECROW 3

36 SCARECROWS

THE STUFF OF NIGHTMARES!

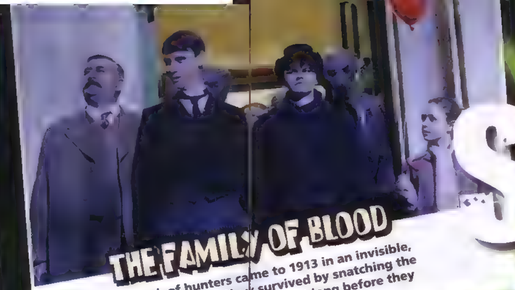
When the Family of Blood landed in the village of Farringham, they used their alien technology to create a massive army of terrifying monsters out of straw and sackcloth!

3 HUMANS KIDNAPPED BY SCARECROWS!

1 Farmer Clark was out walking in his field when a Scarecrow gave him a wave! He was soon surrounded by the monsters and taken off to become Father of Mine's new body.

2 Poor little Lucy Cartwright was skipping down a country lane with her new red balloon, when she was snatched by a straw man. Daughter of Mine had soon taken her over.

3 Jenny the maid thought it was some local boys playing tricks when Scarecrows circled her. She learned the terrible truth when the lolloping creatures took her to meet Mother of Mine.



THE FAMILY OF BLOOD

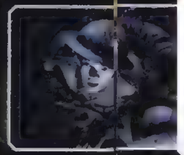
This sinister pack of hunters came to 1913 in an invisible, time-travelling spaceship. They survived by snatching the bodies of other creatures, and it wasn't long before they had taken over four local people.

ACTIVATE THE SOLDIERS!

Son of Mine sent the order for the Scarecrows to animate using his psychic link with the rest of the Family of Blood.

TARGET PRACTICE

Tim and the other boys actually had school lessons to teach them how to fire machine-guns! They used a straw-stuffed sack with a bucket on top for target practice. But they never expected to find themselves up against real, straw-stuffed soldiers!



WAR IS COMING!

Son of Mine tells the headmaster, Mr Rocastle, that the Family of Blood has been to 1914 and seen a terrible war. He means the First World War in the fields of France, which is where Hutchinson and Latimer are fighting at the end of the episode.

SON OF MINE

This creepy alien wanted to live forever by stealing the Doctor's Time Lord DNA, which he knew was hidden somewhere in the school. So he created the scary Scarecrows to help him take control of the entire village.

SCARECROW FACTS

1. The Scarecrows were brought to life using molecular fringe animation.
2. No-one knows for sure how many Scarecrows there were – there may have been hundreds!
3. These evil-looking Scarecrows were created by Son of Mine, which is why they all look the same.
4. They only had a very basic intelligence, enough to follow orders.
5. Son of Mine was able to pull one of the Scarecrow's arms off without harming it!
6. You can stop them using machine-gun fire – but they can be re-animated.
7. Son of Mine ended up wearing one of his own Scarecrow masks – forever!
8. There's nothing but straw inside a Scarecrow – you can put your hand right through them!
9. The Scarecrows have a sinister, lolloping walk – because they have no skeleton to support them!
10. When the Doctor stopped the Family of Blood, the straw soldiers either wilted away or became traditional scarecrows in the fields of England.

ANDROID OF DEATH
The Quarsians have created an evil android double of the Doctor...
HELLO. NICE TO MEET YOU, BUT THERE'S NO TIME FOR SMALL TALK. WE'VE GOT TEN SECONDS MAX TO GET OUT OF HERE.
WHAT HAVE YOU DONE TO THE SHIP'S ENGINES?
Written by: Jason Loborik. Inks: Lee Sullivan. Colours: Alan Craddock
DOCTOR!
OK, I EXAGGERATED. TIME'S UP ALREADY, THE ENGINES HAVE BLOWN!
AARRGH! ANDROID — DESTROY THEM! DESTROY THEM AT ONCE!
ARRGH!
UNNNGH!
URGGH!!!
RUN AS FAST AS YOU CAN, NADIA! WE'VE GOT TO GET BACK TO THE TARDIS!
OK, OK, I'M RUNNING!
PHEW, MADE IT! AND WE'RE NOT BEING FOLLOWED, EITHER! GUESS THEY MUST BE TRYING TO FIX THE ENGINES.
I WISH 'EM LUCK! NOW, LET'S GET YOU HOME..
16

LOOK, I KNOW YOU SAID THE DIAMOND CREATED A KIND OF DAM IN THE ZORTRON ENERGY STREAM, BUT THEN WHAT?
OH, THAT'S EASY. THE DIAMOND STORED UP THE SHIP'S ENERGY TILL IT OVERLOADED.
CHUCKED ALL THE POWER THROUGH THE ENGINES IN ONE MASSIVE SURGE, AND
SHOOOOOMMMM
THAT'S THE END OF YOUR PIRATE PROBLEM. TAKE 'EM MONTHS TO FIX THAT!
THAT'S INCREDIBLE! YOU'RE INCREDIBLE!
WELL, MAYBE SOMETIMES I AM, YES.
YOU'RE ALL SAFE, THANK GOD! HERE'S THE STAR WHO GOT RID OF THEM!
THE DOCTOR?! BUT, IT CAN'T BE!
WHAT?
BE CAREFUL, NADIA. I'M THE REAL DOCTOR, THAT'S AN ANDROID IT'S TRICKED YOU!
YOU TRANSMATTED DOWN TO THE PLANET! A LAST-DITCH ATTEMPT..
THE DOCTOR HERE TOLD US THEY MIGHT SEND ANOTHER ANDROID TO TRICK US. GUARDS, COVER HIM!

AND I WAS RIGHT, WASN'T I? YOU STOLE MY TARDIS FROM ME, BUT DIDN'T RECKON ON ME GETTING HERE FIRST, USING THE TRANSMAT!
THAT'S RUBBISH, HE'S BLUFFING. I'M THE DOCTOR!
I AM!
I AM!
WELL, YOU WERE WITH THE DOCTOR, NADIA. WHO'S THE REAL ONE ?
ERM, WELL, I THINK THE ONE I CAME BACK WITH WAS THE REAL DOCTOR, BUT I DON'T KNOW NOW.
OF COURSE, THAT'S IT! AND IF YOU WANT PROOF, I BET THE ANDROID HASN'T GOT ONE OF THESE
MY SONIC DISRUPTOR. THE REAL DOCTOR TOOK IT OFF ME!
OH THAT'S CLEVER. VERY CLEVER! I NOTICED YOU RIFLING THROUGH MY POCKETS BACK ON THE SHIP. BUT ONE THING YOU SHOULD KNOW
A TIME LORD'S POCKETS ARE DEEPER THAN YOU WOULD EVER BELIEVE.
BUBBLE GUM... MOULDY APPLE CORE... TAMAGOTCHI... JELLY BABIES... OH, AND MY 500-YEAR DIARY. WONDERED WHERE THAT HAD GOT TO.
YOUR MASTERS DIDN'T THINK TO GIVE YOU ANY OF THESE, DID THEY?
EVERY FEATURE CORRECT, DOWN TO THE HAIRS ON MY HEAD AND THE STRIPES ON MY SUIT, BUT THEY DIDN'T THINK ABOUT ALL THE STUFF IN MY POCKETS
...ALL THE THINGS A LIVING BEING MIGHT HAVE!

OK, YOU WIN. I'M NOT THE DOCTOR.
I AM DESTRUCTOR UNIT J7. THIS BASE WILL BE DESTROYED AND YOU WILL ALL DIE!
WHY BOTHER? YOUR MASTERS HAVE BEEN DEFEATED!
MUST HAVE A FUNCTION. MUST DESTROY EVERYTHING!
THEN START WITH THIS. IT'S ONE OF THE SARTOR DIAMONDS. THEY DESTROYED YOUR MASTERS' SHIP!
DESTROY EVERYTHING!
RUN! EVERYONE OUT OF HERE!
KER-BOOOOM!
THE DIAMOND – IT'S EXPLODED!
YEP. SHAME YOUR FORCEFIELD'S GONE UP WITH IT THOUGH!
STILL, WITH SOMEONE AS CLEVER AS YOU, PLUS YOUR PRECIOUS STONES, I'M SURE YOU'LL BUILD UP WITH A BETTER ONE!
WE'LL TRY! YOU'RE AMAZING, DOCTOR. DO YOU KNOW THAT?
ME? YEAH, WELL, JUST CALL ME YOUR DIAMOND GEEZER!
THE END

BEHIND THE SCENES

LORDS OF DESIGN

The Doctor Who design team had loads of fun bringing the powerful Time Lords and their world to life...

All of the Doctor Who designers really wanted to have a go at creating Gallifrey, the Doctor's legendary home planet. Trouble was, it had been totally destroyed in the Time War!

[illegible] with a flashback [illegible] needed for the episode 'The Sound of Drums'.

The planet and its breathtaking Citadel of the Time Lords on screen. By that time, the team had come up with loads of Time Lord bits and bobs, such as the weird writing that appears on the TARDIS computer screen, and even the architecture of the TARDIS itself! The Time Lords may have been wicked, but their [illegible]

ANCIENT LANGUAGE

These weird alien symbols are actually Gallifreyan letters and numbers. They were based on shapes from the inner workings of old watches. They also show up on the Doctor's DNA storage device, which is disguised as... an old watch!

THE CHAMELEON ARCH

THE SEAL OF THE SCHISM

You can see this ancient symbol on the ceremonial collars of the Time Lords in 'The Sound of Drums'. The team designed it to match the Gallifreyan alphabet that they made up for Series One.

HOME SWEET HOME!

"Getting to design the Time Lord Citadel itself was one of my favourite moments," says designer Peter McKinstry, who came up with this stunning concept art. "It's the Holy Grail of Doctor Who design!"

TIME LORDS

We finally saw the wise old Time Lords in the flashback sequence. They were dressed in flowing robes and stood against a computer-generated landscape of snow-capped peaks – the Mountains of Solace and Solitude!

DID YOU KNOW?

The Time Lords were wearing the same robes and collars they wore in the classic series.

UNTEMPERED SCHISM

This portal, which looks into a gap in the Time Vortex, looks like a huge and expensive mirror, reflecting the raw power of all time and space.

THE CYBER CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

FIELD WORK

Find all the characters in this field of letters.

BROTHER
DAUGHTER
FATHER
FOB WATCH
HUSBAND
MOTHER
SCARECROW
SISTER
SON
WIFE

F	O	B	W	A	T	C	H	A	D
B	A	R	R	D	F	G	K	P	A
D	V	O	B	N	S	D	E	G	U
M	O	T	H	E	R	S	A	C	G
D	F	H	E	V	B	R	F	G	H
W	D	E	R	V	S	B	G	W	T
S	W	R	N	O	H	T	O	I	E
G	B	N	T	W	R	R	R	F	R
F	G	T	S	E	C	W	E	E	H
S	I	E	R	T	R	B	H	W	T
G	H	A	B	E	U	D	T	G	V
D	N	G	E	S	Y	H	A	H	E
E	C	W	R	T	Y	J	F	W	Y
S	G	W	R	T	Y	U	G	H	J

JOURNAL JOURNEY

Read Mr Smith's journal to discover how many scarecrows there were...

Father of Mine ordered 6 of the Scarecrows to go with him to discover the TARDIS, but 2 didn't make it. Son of Mine had 10 with him, but five of them ran off into the woods. 3 scarecrows seemed to appear from nowhere. How many scarecrows were there?

ANSWER

SCARE CROWD

Can you spot 8 differences between these two Scarecrow Group cards?

FAMILY OF MUD!

The Family are turning into scarecrows! Can you tell which ones they used to be?

COMING IN ISSUE 37...

PUZZLE ANSWERS

MONSTER MELD!

FIELD WORK

WE ARE FAMILY

3. Baines, Lucy Cartwright, Farmer Clark, Jenny

SCARE CROWD

SCARECROW QUIZ

1. c) The Family of Blood
2. a) Soldiers
3. c) Knock
4. b) Arm
5. c) Son of Mine
6. a) Molecular fringe animation

FAMILY OF MUD

A. Daughter of Mine
B. Son of Mine
C. Mother of Mine
D. Father of Mine

JOURNAL JOURNEY

12 Scarecrows

JONES JUGGLE

Which member of Martha Jones's family are you most like?

9 771750 351018 36

1 What's your idea of a brilliant night?

- a A posh dinner
- b Playing computer games
- c Going to the theatre
- d Having a laugh

2 What would you do if you saw a friend doing something bad?

- a Shoot them with a Laser Screwdriver
- b Run away and hide
- c Feel a bit bad, but don't get involved
- d Shout at them to stop!

3 If you entered a competition, how would you make sure you won?

- a Work really, really hard
- b Cheat!
- c Get a job with the contest organisers
- d Not that bothered, actually

4 What sort of thing are you good at?

- a Running and hiding
- b Standing up for my family
- c Landing cushy jobs
- d Slapping people

5 How do you deal with monsters?

- a They don't frighten you
- b You hide under the nearest table
- c They tend to ruin your career
- d What monsters?!

6 What's your favourite item of clothing?

- a My super-cool leather jacket
- b My trainers
- c My little black dress
- d Anything but a maid's outfit

HOW DID YOU SCORE?

SCORE SHEET

1. a) 3 b) 1 c) 4 d) 2
2. a) 4 b) 1 c) 2 d) 3
3. a) 4 b) 2 c) 3 d) 1
4. a) 1 b) 2 c) 3 d) 4
5. a) 4 b) 1 c) 3 d) 2
6. a) 2 b) 1 c) 3 d) 4

6-9 Leo
You're not very good in a crisis, but you know how to stay out of trouble!

10-15 Clive
You're going through a bit of a crisis, but you won't let anyone harm your family.

16-20 Tish
Just like Tish, you're really ambitious and like to get ahead by schmoozing!

21-24 Francine
People who get on your bad side had better watch out, you've got a temper!